# Shrink-wrap Status

Presented to AMG-15

Rich Briggs

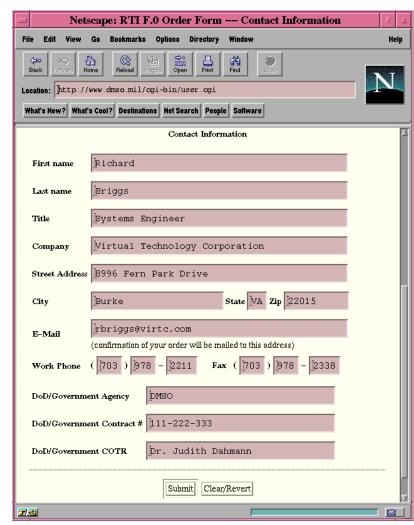
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#### RTI F.0 Order Form (1)

- F.0 Order form contains:
  - Contact information



- Name
- Company
- Address
- E-mail (order confirmation automatically sent here)
- DoD Affiliation
- Platform Order
- User Requirements Survey

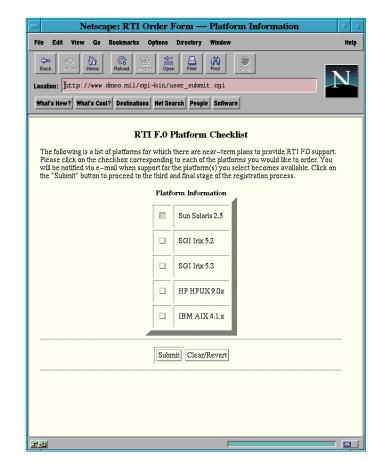


#### RTI F.0 Order Form (2)

- F.0 Order form contains:
  - Contact information
  - Platform Order

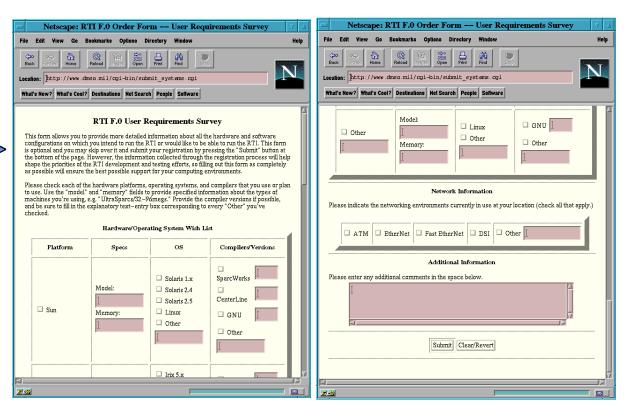


- Sun
- RTI Friends extensions
  - SGI
  - HP
  - IBM
- User Requirements Survey



#### RTI F.0 Order Form (3)

- F.0 Order form contains:
  - Contact information
  - Platform Order
  - User Requirements Survey
    - Provide more detailed information to DMSO about user configurations
    - Allows specification of platform, OS, compilers, network infrastructures, and free form comments.



### Sample Federate (1)

- Objectives
  - Demonstrate RTI F.0 usage (5 functional areas)
  - Well-documented and good code
  - Portable (SGI, Sun, IBM, HP, ...)
  - Fun
  - Efficient
- JAGER (Just A Game Exploiting the RTI)
  - Multi-user (multiple workstation) space combat game which exercises and demonstrates the five functionality areas of the RTI (version F.0).
  - The game is comprised of a 2-dimensional playbox within which obstacles, Human-Controlled Ships, and Computer-Simulated Ships interact.

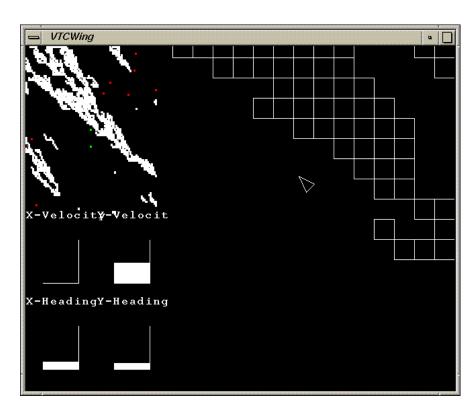
## Sample Federate (2)

#### • Development

- OOA/D completed
- Prototyped graphics & user control
- Implementing design (plugging in prototype logic)

#### • Tutorial

- Interactive WWW tutorial (including FEDEP products, design docs, and walkthrough of using RTI)
- Flushing out details of implementation and contents
  - Tutorial flow will be based on the FEDEP model
    - FedEx Sponsor -> Objectives -> Scenario Dev. & Conceptual Analysis -> Federation Design
      Fed. Development -> HLA FOM



### Sample Federate (3)

- Schedule (4 levels of functionality)
  - Level A (Oct 25): Single player against simulated ships. Player and ships can maneuver and fire.
  - Level B (Nov 8): Level A + multiple players using RTI F.0 prealpha. Additional gaming logic for damage assessment and weapon store depletion.
  - Level C (Nov 29): Level B + players can pick up weapons, travel through hyperspace etc. exercising ownership management.
  - Level D (post Dec. 16 release): Level C + players can form coalitions etc.